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Set 0x725B24 in data.win to 1. List of features:

Trigger	Result
By default	All "fun" events will occur regardless of other parameters
Page up	Increase "steps" by 100
Page down	Make attack equals to 999
5	Increase battle group
Ins	Next room
Del	Previous room
S	Save
L	Load
0..4	Choose save file
F + 6	Go to room_fire2 (138)
W + 6	Go to room_water1 (82)
T + 6	Go to room_tundra1 (44)
E + 6	Go to room_castle_front (219)
R + 6	Go to room_ruins2 (7)
Y + 6	Go to room_truelab_elevator (244)
G	Box
G (in a shop)	Add 5000 gold
O	Take out panel
I	Put away panel
M	Increase murder level
P	Toggle room speed between fast and slightly slower than normal

F	Set room speed to fast
U	Enable Undyne calls
F3	Creates file system_information_962
F7	Add 500 gold
F9	Stop sound
F10	Phase through walls
F11	Go to room_water1 (82)
F12	Restart room
V	Collision boxes visible
Backspace	Fast walking speed
End	Based on plot, play current "monster tale" event
Home	Battle current group (default is 140, change at 0x009F553C)
Delete (in battle)	Set hp to 999
1 (in battle)	Slow down
2 (in battle)	Speed down
8 (in battle)	Decrease turn timer
9 (in battle)	Increase turn timer
F6 (in battle)	Set mercy to 0 and attack to 999
O + P (in battle)	Set mercy to 9999
During specific fights	Many testing features